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RADIO SHACK  **A DIVISION OF TANDY CORPORATION**

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The Official

ZAXXON™

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Radio Shack

TRS-80

**COLOR
COMPUTER**



REQUIREMENTS

- TRS-80 32K Color Computer
- TV set (color for best results)
- joystick
- CCR-81 cassette player (or equivalent)

OBJECTIVE

You are the pilot of a fighter spacecraft on a mission to meet and destroy the deadly ZAXXON™ Robot. To reach your goal you must avoid the dangers of the Space Fortresses where you encounter parked enemy planes, base missiles, firing gun emplacements, and radar towers, and Outer Space with its enemy plane squadron. While flying your spacecraft to your final destination, fire at and destroy these threats in order to score points, and destroy fuel tanks to maintain your spacecraft's fuel supply.

TO START

Turn on your TV and computer. After the BASIC copyright notice is displayed, insert the ZAXXON cassette into your cassette player and press the PLAY button. (Note: rewind tape if previously played.) Type CLOADM and press the **ENTER** key. The program will now load. When the prompt OK is displayed, type EXEC and press the **ENTER** key. If a load error is displayed on the screen, rewind the tape and repeat the above instructions. (Note: you may also reinsert the reverse side of the cassette.)

Joystick/Number of Players

After the program is loaded into the computer a title page mode will appear. Press either the 1 or 2 key on your keyboard for the number of players. The number 1 player's joystick should be connected to the computer's right controller jack; the number 2 player's joystick should be connected to the left jack.

Game Control

Pull the joystick toward you to make your spacecraft climb. Push the joystick forward (away from you) to make your spacecraft dive for low flying. Push the joystick to the right or left for right/left movement. Press the fire button to shoot.

To pause a game-in-progress: press the **ENTER** key. Press any key to resume play.

To abort a game and return to title page: press the **BREAK** key.

SCORING AND INDICATORS

Each target is worth the following points:		Enemy Planes	
Radar Tower	1000	on ground	100
Fuel Tanks	300	in space	200
Gun Emplacements		Robot Missile	200
crossways firing	200	Robot	1000
head-on firing	500	Bonus:	
Base Missiles	100	For your first 10,000 points:	
		one extra spacecraft	

Your "fuel indicator" and number of spacecrafts in reserve are displayed at the bottom of your screen. The "enemy plane" indicator tells you how many enemy planes remain to be destroyed. Your spacecraft's altitude is indicated on the gauge on the left side of your screen. During flight through the Space Fortresses your spacecraft's shadow will also help you judge its position on the screen.

GAME PLAY

First Space Fortress

You begin the game with one fighter spacecraft in flight and two (2) spacecrafts in reserve. Your flight through the Space Fortress requires you to avoid crashing your spacecraft into the radar towers and fuel tanks, and to avoid the fire of the gun emplacements and base missiles. If you fire at and destroy these objects you score points. In addition to adding points, destroyed fuel tanks replenish your fuel supply. Watch your fuel supply—if it runs out you'll crash! If you destroy any enemy planes on the ground you will reduce the number of planes you encounter in space. You must also safely navigate your spacecraft through the openings in the walls and fly over the force field. Firing shots at these obstacles will help you determine your spacecraft's position relative to their position on the screen. (Hint: use your altitude indicator also.) And be sure to watch out for the ZAXXON Robot's deadly homing missile, especially if you fly at high altitudes!

Outer Space

Following your flight through the first Space Fortress you encounter Space and encounter enemy planes. Try to destroy them before they destroy you!

Second Space Fortress and ZAXXON Robot Encounter

The second Fortress is similar to the first Space Fortress, but you encounter more menacing force fields. To survive, you must now fly safely through them.

At the end of the Fortress you meet the ZAXXON Robot and now you're an open target for his homing missile! To get beyond your encounter with the Robot you must manage six (6) direct hits on his homing missile to destroy it. If all these shots reach his missile before it is launched, you kill the Robot!

At the end of a complete pass (through the Space Fortresses, Outer Space, and your encounter with the ZAXXON Robot), if you are still alive, you will repeat what you have just experienced. But each pass becomes more threatening. Your navigation and firing skills will be put to the ultimate challenge!